OCEAN DISCOVERY

INSTRUCTIONS

CONGRATULATIONS ! YOU ARE NOW THE OWNER OF THIS PET, THE OCEAN DISCOVERY (LOVELY OCEAN CREATURE) THAT NEEDS YOUR CARE AND ATTENTION IN ORDER TO GROW UP HEALTHY AND HAPPY.
PLEASE READ THE FOLLOWING INSTRUCTIONS TO LEARN HOW TO LOOK AFTER YOUR NEW PET.

BEFORE STARTING

TO ACTIVATE YOUR PET, REMOVE THE PLASTIC TAB LOCATED AT THE SIDE OF THE UNIT

KEY DESCRIPTIONS

SETTING THE TIME

ONCE THE PLASTIC TAB HAS BEEN REMOVED, THE UNIT WILL ENTER TIME SETTING MODE.IN TIME SETTING MODE, PRESS KEY 'A' TO ADJUST HOURS AND KEY 'B' TO ADJUST MINUTES. FINALLY PRESS KEY 'C' TO CONFIRM AND RETURN TO PLAY MODE

LCD DISPLAY

THE LCD DISPLAY IS YOUR PET'S HOME. THERE IS A TOTAL OF 10 ICONS ON THE LEFT AND RIGHT OF THE DISPLAY REPRESENTING THE VARIOUS ACTIVITY MODES THAT ALLOW YOU TO INTERACT WITH YOUR PET. MOVING THE CURSOR TO THE ACTIVITY REQUIRED WILL HIGHLIGHT IT. PRESSING KEY 'A' WILL THEN SELECT THE ACTIVITY. PRESSING KEY 'B' CONFIRMS THE SELECTION.

HOW TO PLAY

YOUR PET REQUIRES SPECIAL CARE IF IT IS TO GROW UP HEALTHY AND HAPPY AND YOU MUST DECIDE WHAT ITS NEEDS ARE AT DIFFERENT TIMES. USE KEY 'A' TO SELECT THE ACTIVITY YOU REQUIRE, THEN PRESS KEY 'B' TO CONFIRM YOUR SELECTION.

FEEDING

USING KEY 'A', SELECT THE FEEDING ICON AND THEN PRESS KEY 'B' TO ENTER FEEDING MODE. THE FEEDING MENU (AS SHOWN BELOW) WILL BE DISPLAYED, ALLOWING FURTHER SELECTIONS. PRESS KEY 'C' TO EXIT

GAME 1

THIS IS A LEFT/RIGHT GUESSING GAME. PRESS KEY 'A' TO GUESS LEFT, KEY 'B' TO GUESS RIGHT. ONCE THE DECISION HAS BEEN MADE, YOUR PET WILL COME TO A HALT AND FLASH THE CHOSEN DIRECTION A FEW TIMES. IF YOU HAVE GUESSED CORRECTLY, IT WILL LOOK HAPPY AND PLAY A HAPPY TUNE. IF YOU HAVE GUESSED WRONG, IT WILL LOOK SAD AND PLAY A SAD TUNE. PRESS KEY 'C' TO EXIT.

HEALTH

IF YOUR PET FALLS ILL, A CROSS '+' SYMBOL WILL FLASH IN THE TOP RIGHT-HAND CORNER OF THE DISPLAY. SELECT THIS ICON TO MAKE YOUR PET BETTER. IT WILL NOW LOOK HAPPY AND PLAY A HAPPY TUNE.

LEARNING

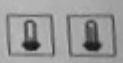
SELECT THIS ICON TO EDUCATE YOUR PET. IF YOUR PET HAS BEEN FULLY EDUCATED, IT WILL SHOW AN UNRECEPTIVE EXPRESSION.

GAME 2

THIS IS A DICE GUESSING GAME. WHEN THE GAME STARTS, A DICE IS SHOWN AND BEGINS TO ROLL VERY FAST. PRESS KEY 'A' IF YOU THINK THE DICE ROLL WILL RESULT IN A LOW NUMBER (1, 2 OR 3) OR KEY 'B' IF YOU THINK IT WILL BE A HIGH NUMBER (4, 5 OR 6). THE RULES OF THIS GAME ARE SIMILAR TO THOSE OF GAME 1.

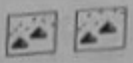
HEATING

WHEN THIS ICON IS SELECTED, THE DISPLAY WILL SHOW THE CURRENT SETTING FOR THE HEATER: ON OR OFF. USE KEY 'A' TO TOGGLE THE HEATER ON OR OFF, THEN PRESS KEY 'B' TO CONFIRM.



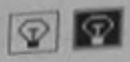
CLEANING

IF YOUR PET HAS LEFT ANY DROPPINGS, THE DISPLAY WILL SHOW MOVING DROPPINGS. SELECT THE CLEANING ICON TO CLEAN UP ALL THE DROPPINGS. YOUR PET WILL NOT DISAPPEAR FROM THE DISPLAY IF ANY DROPPINGS REMAIN. A 'Z' SYMBOL APPEARS AT THE TOP OF THE DISPLAY WHEN YOUR PET IS ASLEEP AT NIGHT.



LIGHTING

USE THIS ICON TO SELECT EITHER "LIGHT ON" OR "LIGHT OFF" MODE. PRESS KEY 'A' TO TOGGLE THE LIGHT ON OR OFF. PRESS KEY 'B' TO CONFIRM.



HELP

IN THE FOLLOWING CIRCUMSTANCES, THE HELP ICON WILL LIGHT UP AND A HIGH-PITCHED SOUND WILL BE HEARD TO INDICATE THAT YOUR PET NEEDS HELP :

1. HUNGRY
2. UNHAPPY
3. NEEDS CLEANING
4. WATER TOO COLD
5. ILL
6. LIGHT LEFT ON AT NIGHT

STATUS CHECK

PRESS KEY 'D' WHENEVER YOU WANT TO CHECK THE FOLLOWING :

1. PLAY MODE
2. AGE AND WEIGHT
3. EDUCATION LEVEL
4. HUNGER LEVEL
5. CARE AND PLAY LEVEL

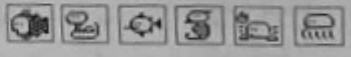
GAME OVER

THE GAME IS OVER WHEN YOUR PET DIES. THIS CAN HAPPEN IN 2 WAYS :

1. ACCIDENT (BAD HEALTH - IF YOU DO NOT TAKE CARE OF IT).
2. NATURAL (LIFE EXPECTANCY = 8 YEARS)

LIFE CYCLE

YOUR PET WILL GO THROUGH SEVERAL STAGES DURING ITS LIFE-CYCLE. EACH STAGE IS UNIQUE IN ITS OWN WAY, STARTING OUT AS A SMALL MICRO-ORGANISM. IT WILL GROW AND TRANSFORM ITSELF INTO ONE OF THE SIX OCEAN CREATURES SHOWN. WHICH ONE YOUR PET GROWS INTO DEPENDS ON HOW YOU TAKE CARE OF IT AND WILL BE AFFECTED BY ITS HAPPINESS, EDUCATION LEVEL ETC..



RESTARTING THE GAME

IF THE GAME IS OVER, OR IF YOU WISH TO START OVER AGAIN, PRESS THE RESET KEY AT THE REAR OF THE UNIT.

INSERTING BATTERIES

TO INSERT THE BATTERIES, UNSCREW AND REMOVE THE BATTERY COMPARTMENT COVER AT THE REAR OF THE UNIT.
INSERT TWO AG13 BUTTON CELL BATTERIES, MAKING SURE THAT THE POLARITY IS CORRECT ('+' / '-').

CAUTION

- DO NOT INSTALL A NEW BATTERY WITH AN OLD ONE.
- DO NOT MIX ALKALINE WITH STANDARD OR RECHARGEABLE BATTERIES.
- ONLY USE THE RECOMMENDED BATTERY TYPE.
- BATTERY INSTALLATION SHOULD BE CARRIED OUT BY AN ADULT.
- THIS TOY IS NOT SUITABLE FOR CHILDREN UNDER 36 MONTHS.
- CONTAINS SMALL PARTS THAT MAY BE HARMFUL IF SWALLOWED.
- ENSURE BATTERIES ARE INSTALLED WITH THE CORRECT POLARITY.
- EXHAUSTED BATTERIES SHOULD BE REMOVED FROM THE UNIT.